October-November 2009
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CROC TALES

The Crocodile Games Webzine

From The Editor

Greetings Croc fans! For a while now, we've been working on coming up with a way to bring new WarGods material to our customers in a quick and inexpensive way. Meet "Croc Tales" – the Crocodile Games webzine. In the coming months, we'll be using this webzine to introduce new WarGods rules and troops, as well as to show off some of our favorite painting and scenery-building ideas.

We've organized this webzine into an easy-to-print format, so players can print the articles they want and put them into a handy binder for the game table. But this material is not just for a PDF – we prefer professionally printed manuals, and the vast majority of our customers do too. We'll compile this material annually and print it as a complete book – with some new material added as well for extra value. Over the next few months we'll also be re-publishing some of our older material from Harbinger Magazine, which has been out of print for some time. We're looking forward to getting these hard-to-find rules into the hands of our gamers.

Since this first issue arrives just in time for Halloween, we've gone with a 'monsters' theme. The first article reveals the rules for the dreaded Scarab Ogre – a new monster for the Eater of the Dead. The Scarab Ogre was first revealed at the climax of the "Lost City of Ankhara" World Campaign at GenCon Indy 2007, and it is our pleasure to finally unleash these beasts upon the rest of the world! Our second feature is Clarke Payne's "Monsters of Aegyptus" article, an expansion of new beasts for the Lair of the Monster subplot from WarGods of Aegyptus.

Coming in November.

The Titans are coming! Imprisoned for countless years in the dark domain of Tartarus, the Titans will return in November – hungry for revenge!

Release date: November 1, 2009
WGO-701 Titan Overlord
$74.95
WGO-702 Titan Master 1
$39.95
WGO-703 Titan Master 2
$39.95
WGO-704 Titan Slaves (4)
$49.95
WGO-705 Xerxes, King of the Titans
$29.95

Here's a sneak-preview of the awesome new sculpture of Xerxes, king of the Titans – sculpted by Ben Siens and Chris FitzPatrick.

Retail Information

If you are a retail store and would like further information about our products, please drop us an email at sales@crocodilegames.com.

Be sure to include your store's location and contact details, and we'll get in touch with news about our latest offers, products and price listings.

IN THIS ISSUE!
EVERYTHING YOU EVER WANTED TO KNOW ABOUT THE SCARAB OGRE, BUT WERE AFRAID TO ASK!
Graphic Design: Brian S. Roe
Editing: Ryan Markle
Artwork: Des Hanley
Articles: Chris FitzPatrick
Clarke Payne

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-SCARAB OGRE-

The land of Aegyptus is a place of many legends, from the tales of the wondrous magical creations of the gods to the stories of deadly monsters that lurk in mysterious places. One such legend is that of the Scarab-Ogre. “Be good, or the Scarab-Ogre will get you…” are the words used by stern Anubi parents to frighten their misbehaving children, and“Beware the Scarab-Ogre!” are the words spoken in hushed tones by spooked tomb robbers, to explain the dark tunnel from whence their comrades never returned. Only ever spoken of in whispers, the Scarab-Ogre was a story that everyone feared but few actually believed in.

Yet the truth of the story was worse than any dared to imagine.

The Anubi tell that during the time of the gods, Anubis was served by the scarab-headed god Khepri, who drove his chariot through the hazardous pathways of the Tuat. The tale of Khepri is a sad one, for the god was killed during the first uprising of the Eater of the Dead, in the heroic defense of the funeral city of Ankhara. What few people know is that Khepri was in turn served by his own race of children, the reclusive and monastic Khepera. In the deserts they toiled their long lives away in mystic ceremonies to venerate the dead. They were few in number, but steadfast, loyal, and strong. The last of their number disappeared during the Fall of Ankhara, still fighting against the relentless horde of undead until finally swallowed by the sandstorm the buried the entire city for over a thousand years. There, entombed in the stifling darkness of the catacombs beneath Ankhara, the Khepera were overrun and defeated. Somehow they were possessed and corrupted by the spirit of the Eater of the Dead, and the legend of the Scarab-Ogres became a reality.Since the rediscovery of Ankhara only a few years ago, some have encountered a creature they claim to be the actual Scarab-Ogre… in the flesh.

The tales of those few who have survived an encounter with the monster vary in the details. The survivors are frequently delirious from the experience, and some are actually driven beyond the point of madness. Attempts to describe the actual appearance are oft met with bouts of violent tremors and horrified screaming as the memory of the thing’s awful visage is comes alive in their mind. Some accounts describe the face as that of the skull-like Necrobaeus beetle, others claim to have looked into two eyes, some as may as six, while others tell of no face at all… only a slavering mouth at the end of a writhing tentacle.

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
Monster	3	4	4	5	6	-	6	6	125
Damage Modifier: 2			Armor Rating: 8				Base Size: 40x40mm		
Special: Nightmarish, Wall Climber, Possessed									

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Warband Restrictions

The Scarab-Ogre is a part of an Ankhara-themed Eater of the Dead warband, and the Harbinger may include 1 model per 1000 points.

Nightmarish

The Scarab-Ogre is the stuff of nightmares, truly terrifying to behold – the sight of it causes even the bravest to go numb with horror. Each attacker in base-to-base contact must make a Discipline Save to attack the Scarab-Ogre in melee combat. Failure means they may not attack that round. This discipline test must be taken each round of melee combat. In the case of units, the test is made separately for each individual model in contact with the Scarab-Ogre.

Wall Climber

The Scarab-Ogre can scuttle up walls and sheer rock surfaces as if it were some desert insect. The Scarab-Ogre can travel up any sturdy vertical surface as if it were normal movement on the ground, and suffers no penalty it its Move Value.

The Scarab-Ogre can attack while clinging to a wall, but only with half of its attacks; the other claws must be used to anchor itself to the surface. If the Scarab-Ogre suffers a wound while clinging to a vertical surface it will immediately fall, losing its Command Counter if it has not already been played (but suffering no damage from the fall). In addition the model ignores movement penalties for Dunes, Ascending Stairs, Broken Ground, Ascending Slopes, Battlefield Debris, and linear obstacles less than the model's height.

Possessed

The Scarab-Ogre is not undead, but rather a living creature possessed and corrupted by the Eater of the Dead. It receives none of the bonuses or immunities normally granted to the undead against psychological spell effects or other such powers. However, the Eater of the Dead's dark essence still pervades the Scarab-Ogre, so all Embalmer equipment and Harbinger Gifts of Anubis affect the Scarab-Ogre as if it were undead.

Painting Your Model

The Scarab-Ogre miniatures are supplied with a variety of three gruesome heads, more then the single head needed for the completed model. This is to allow the painter to customize the miniature to his liking. Bend the arms, add spines, drooling slobber, or tentacles, let your imagination run wild! No two Scarab-Ogres should look quite the same; each one would have been corrupted and mutated in a slightly different manner. So feel free to convert your Scarab-Ogre to the most horrible appearance you can imagine!

Outside a corrupted Necropilis, a Scarab Ogre attacks an Anubi Hero and a band of City-Dwellers of Cynopolis.

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-MONSTERS OF ÆGYPTUS-

For the Lair of the Monster subplot
(or general mayhem)

by Clarke Payne

The land of Ægyptus is filled with countless beasts to threaten the weary traveler outside of the large cities. Some are natural creatures of extraordinary strength or guile. Others are obvious constructs of either the gods or wicked sorcerers. Then there are the few that are inexplicable. Perhaps they come from the Tuat, or were spawned by ancient evils long forgotten. Below are but a few of the intriguing monsters of Ægyptus that can often be found in lairs where none would expect …

Listed here are 20 new monsters suitable for use in WarGods of Aegytpus. In particular, these were designed for use with the ever-popular "Lair of the Monster" Subplot. Simply roll a 20-sided die and consult the table below, or the Game Master can select a monster easily represented by his miniature collection. While Crocodile Games does not produce miniatures for all of these monsters, many of them are easily created by simple conversions or suitable proxies from other miniature companies – or even inexpensive children's toys. The idea here is to have fun, so let your imagination run wild. Where possible, we've provided a few photographs of some of the beasts from Clarke's collection to get your ideas flowing…

To gain a Great Deed from the slaying of one of these creatures, it must be killed in melee combat. All of the creatures described below are classified as Monsters on the battlefield, and are intended for control by a Game Master. For the sake of simplicity, the rules have been fleshed out only briefly, and we have not covered every possible eventuality with the game mechanics. The Game Master is encouraged to interpret any vagueness in these rules as he sees fit.

1. Wind Wraith

Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
7	4	3	3	9	3	9	8

Damage Modifier: 1	Armor Rating: 4
Special: The Haunting, Sand Attack	
Base Size: 20mm square	

These enigmatic creatures are made of the sands of Ægyptus. The most prominent theory as to their origins suggests they are the disembodied spirits of those who died alone in the deep desert. When in contact with people, sometimes a Wind Wraith seems to single out a particular person almost as if its target is guilty of some crime against the creature. Some people claim to have seen Wind Wraiths that look like long lost friends, an unsettling event.

The Haunting: Before the start of the game, each player rolls a die; the player with the lowest roll is the target of the Wind Wraith. Randomize between the player's Characters to determine the victim of the Haunting, this character suffers a penalty of -1 to all Tests and Saves vs. the Wind Wraith. The Wind Wraith begins the game in a suitable scenery item in the center of the board (such as a ruin or oasis), and will move to attack the Haunted model at the start of the first Turn. If the Wind Wraith is killed, a new Wind Wraith appears at the scenery item and haunts one of the other player's models – randomize between his remaining Characters to determine the victim of the attack.

Sand Attack: The Wind Wraith can lash out at its foes with a scouring tendril of sand, even from as far as 9" away. The Sand Attack is treated as a missile attack with a DM of 0 (range modifiers are 3"/6"/9"). It may be used as a Fire of Opportunity, but may not be used while engaged in melee combat.

Clarke has used a miniature from Iron Wind Metals to proxy for his Wind Wraith. Any ghostly, spectre-like model would do nicely!

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2. Red Lion

Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
7	3	2	7	4	-	7	8

Damage Modifier: 3 | Armor Rating: 3

Special: Divine Thirst, Bloodlust

Base Size: 25x50mm

These ferocious feral lions are said to have tasted the blood of the gods, either when Set murdered Osiris and cast his body into the Nile, or soon after, during the Siege of Abydos. The powerful blood turned their hides red and made them more powerful and ferocious than any natural lion. A Red Lion can never sate its thirst and is constantly on the hunt for divine blood.

Divine Thirst: Though the gods no longer dwell in Ægyptus, the blood of their Harbingers will do. Unless it is engaged in melee, the Red Lion will ignore all other targets if a Harbinger is nearby. If the Red Lion starts its Activation with a Harbinger model in its forward charge arc and within 24", its Command Counter is immediately converted to a Charge. It will continue its pursuit of the nearest Harbinger in its Charge Arc each Turn, unless the Lion is engaged in melee combat.

Bloodlust: Successfully causing a Wound allows the Red Lion to immediately make a follow-up attack, and it may continue making follow-up attacks until it fails to damage its opponent (or until it is no longer in melee combat).

3. Scarab Swarm

Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
6	8	varied	5	3	-	5	2

Damage Modifier: 0 | Armor Rating: 3

Special: Resistance to Arrows, S

Base Size: 20mm OR 25 mm square

Scarabs are commonplace in Ægyptus, but swarms of them are not. None can say why thousands of scarabs come together, but the result can be devastating to an unsuspecting child, herd of livestock, or a careless traveler. If a Scarab Swarm is sighted near a village, the town guards will immediately order the populace to take shelter, then seek out the swarm and destroy it.

Resistance to Arrows: +2 AR against arrow and javelin attacks.

Small Target: missile fire is moved up a range band.

Varied Attack: each melee round, roll a D10 and add 1 to determine the number of attacks for that round.

The Scarab Swarm is suitably represented by these models from "Forge of Ice" miniatures. There are lots of companies that make swarms of beetles, so these are easy monsters to get onto the tabletop!

4. Salawa (the Black Pigs of Set)

Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
5	3	1	6	5	-	7	6

Damage Modifier: 1 | Armor Rating: 3

Special: Blinding Flies

Base Size: 20mm square

Created by Set as guard animals for his most sacred sites, the Salawa eventually wandered away from their posts, and have since become untamed beasts of the wild areas of Ægyptus. Its preferred food is serpents and carrion, though it will feed on larger living things when carrion cannot easily be found. It is surrounded by swarms of biting flies that cloud the vision of would-be attackers, and the Salawa uses this momentary disorientation to launch its own attack. Its bite can cause a deadly infection.

Blinding Flies: A unit in base contact with a Salawa must make an Arcane Test against it before taking any other actions. Failure blinds the unit, which loses its attacks for the Turn (or loses its Command Counter, if unplayed). Each Turn thereafter, blinded models must succeed on an Arcane Save when Activated, or lose their Command Counter for that Turn as well. If they succeed on this Save, blinded models may carry out their Command, but suffer a penalty of -2 to their Attack and Defense Ratings while blinded. Typhon receive a +2 bonus to their Arcane Rating for these Tests and Saves.

5. Frogodile

Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
3	3	2	6	6	-	6	4

Damage Modifier: 3 | Armor Rating: 4

Special: Amphibious, Leap, Savage Bite

Base Size: 50mm square

An unholy cross between a crocodile and a frog, this monster combines the maw and hide of a crocodile with the rear limbs of a giant frog, enabling it to jump long

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distances to catch its prey. The mad Khemru Beast-Master/ wizard Mesedjit is believed to have created a pair of these unnatural beasts in a blasphemous attempt to "improve" upon Khanum's works. Unsurprisingly, his creations turned upon and devoured him before escaping into the swamps of Ægyptus, where their descendants still lurk today.

Amphibious: Mv in water is x2.

Leap: If such a Leap would bring it into base contact with its prey, the Frogodile may Leap up to 8" (or 2" high) when Activated, as long as it has been given an Advance, Fast Advance or Charge Command Counter.

Savage Bite: On an unmodified result of 9 or 10 on the Frogodile's melee attack roll, the attack causes 2 Wounds. A successful Armor Save will negate one of them, but the compression of the creature's terrible jaws will still inflict 1 Wound.

The hungry Frogodile, represented here by this "Vroat" miniature from the "Emperor's Choice" range of figures.

6. Jaffabeast

Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
3	1	1	9	7	-	8	3

Damage Modifier: 2 | Armor Rating: 3

Special: Delicious Pheromones

Base Size: 20mm square

Though prized for its deliciousness throughout the Antediluvian world, the Jaffabeast is capable of defending itself from the many voracious hunters who pursue it obsessively. But when hunting a Jaffabeast, one can never be sure exactly who is hunting whom. It appears to be an innocuous-looking, amorphous brown-and-white blob … until it strikes with a cobra-like appendage from the center of its mass. Jaffabeasts use their strong, pleasing citrus scent to attract their next meal, and even the most disciplined warriors can be distracted by the savory creature.

Scent of Deliciousness: Models within 6" of the Jaffabeast must make a Discipline Test against it at a penalty of -3. Failure causes them to become obsessed with devouring the creature. Lone models so affected will immediately charge into melee with it, while Units of Warriors will become Disordered as they fight amongst themselves for the right to eat the Jaffabeast.

7. Harpy

Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
5	2	3	5	5	-	8	5

Damage Modifier: 1 | Armor Rating: 3

Special: Flight, Seductive Beauty

Base Size: 25mm square

Legendary creatures from the distant land of Hellas, Harpies can sometimes be found in Ægyptus living among forgotten ruins and desolate places. At a distance they appear as beautiful winged females, but closer observation reveals their true nature: hideous monsters with a hunger for mortal flesh!

Flight: A Harpy's flying speed is 15.

Seductive Beauty: From a distance, the Harpy's grace is easily mistaken for stunning beauty. Models attempting to make ranged attacks against a Harpy from further than 8" away must make a Discipline Test at -3 to follow through with the attack. If they fail this Test, the model loses its Command Counter for the turn. This ability does not affect the Undead, Monsters or magical constructs.

8. Scarab Bull

Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
5	3	4	5	8	-	6	5

Damage Modifier: 2 | Armor Rating: 5

Special: Lumbering Charge

Base Size: 25mm square

The Scarab Bull is a massive black beetle the size of a bull ox. Their behavior is peculiar; one sometimes appears near To-tanem worksites and quarries, where it steals great stones or columns, rolling the stones ponderously off into the desert for purposes unknown. If it is interfered with during this mysterious task, the Scarab Bull will mercilessly attack to protect its stony prize.

Lumbering Charge: Any unit charged by the Scarab Bull must make a Discipline Save at -2 or become Disordered.

9. Ammutbeast

Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
5	4	2	7	6	-	7	7

Damage Modifier: 2 | Armor Rating: 4

Special: Amphibious, Fearsome, Ka Eater

Base Size: 25mmx 50mm

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The crocodile-headed, lion-bodied 'Eater of Ka' that has haunted Ægyptian legend from the earliest times, these solitary beasts are terrible beyond words. Some believe them to be minions of the Eater of the Dead; others believe they are agents of the S'syth; and there are also those who believe the Ammutbeasts to be a sign of something even worse coming to ravage Ægyptus. Only the Anubi seem know the true nature of the Ammutbeasts, but they will say nothing.

Amphibious: The Ammutbeast suffers no movement penalties in water.

Fearsome: Living units/models – with the exception of the Anubi – must pass a Discipline Save to attack the Ammutbeast.

Ka Eater: If the Ammutbeast's unmodified attack roll is a 9 or 10, the target loses a point of Ka. If the target has no Ka points to be devoured, it instead takes a Wound from the attack, with no Armor Save allowed.

The strange and terrible Ammutbeast. Clark used a miniature from the "Field of Reeds" range by Monolith Designs for the body, and a head from the Sebeki Hero, "The Butcher."

10. Sandworm

Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
5	3	1	4	6	-	6	3

Damage Modifier: 2	Armor Rating: 2
Special: Burrow, Pull Under	
Base Size: 25mm square	

Ancient creatures from the days before the age of the S'syth, Sandworms are usually found in the deep desert. These giant worms seem to swim through sand and solid rock in search of their next meal. Dangerous predators, they often pull their victims underground and leave them in a deep cavern, returning later to consume their meal.

Burrow: The Sandworm can burrow through earth and stone with no Movement penalties, and is never fully exposed. Because of this resulting hard cover, the Range Difficulty of missile attacks made against the Sandworm is increased by +3.

Pull Under: When the Sandworm makes a successful melee attack, roll a D10. If the result is an even number, it pulls its opponent underground, after which the Sandworm resurfaces within 3" of its previous position. To escape, the trapped model must make a Discipline Save at a penalty of -2 during the Rally Phase. If successful, the model will return to its previous position. Living models who remain underground for 2 full Turns will begin to suffocate, losing a Wound with each failed Save after the second one.

11. Bennu

Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
4	2	2	5	6	-	7	4

Damage Modifier: 1	Armor Rating: 3
Special: Flight, Sunburst	
Base Size: 20mm square	

Related to the Phoenix, these 'firebirds' are smaller and much more plentiful. Their nests are found in isolated rocky areas exposed to the sun. They defend their nests with fierce attacks, showering trespassers with fire if they are slain. Their feathers are often sought out by the fashion-conscious because they constantly give off an echo of the sun's glow.

Flight: A Bennu's flying speed is 11.

Sunburst: When a Bennu is reduced to 0 Wounds, it explodes with the power of the sun. This fiery blast (DM 5) automatically hits all models within 6", though Armor Saves are allowed as normal.

12. Baneb-tet (Ram of Ra)

Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
5	3	1	4	6	-	6	3

Damage Modifier: 2	Armor Rating: 2
Special: Powerful Charge, Sacred to The Gods	
Base Size: 25mm square	

Known as the Soul of Ra, the Baneb-tet was once greatly revered throughout Ægyptus. Great temples to the Baneb-tet were present all over the land. But with Ra's departure and the ensuing troubles, soon most of the temples were abandoned and many of the Baneb-tet were also abandoned. They have become solitary creatures sometimes interacting with common rams. It is widely believed to be good luck to catch a Baneb-tet as a sacrifice to Ra.

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Powerful Charge: When charging, the Baneb-tet's Damage Modifier is doubled.

Sacred to the God: Models attempting to attack a Baneb-tet must make a successful Discipline Save to do so. This has no effect on members of a Dark Harbinger's warband, Creatures or Nekharu.

13. Winged Ape

Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
5	3	2	5	5	-	6	4

Damage Modifier: 2 | Armor Rating: 3

Special: Flight

Base Size: 25mm square

Winged Apes are believed to have originally come from the jungles of Stygia, but they have been magically altered by the S'syth for their once-great armies. Ferocious when cornered, these beasts usually stay clear of civilization. Some witches claim that the heart of a Winged Ape is a key ingredient for any spell having to do with flight.

Flight: A Winged Ape's flying speed is 13.

14. Wedjet (Flying Cobra)

Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
6	4	1	7	5	-	7	6

Damage Modifier: 2 | Armor Rating: 3

Special: Slithery, Venomous Bite, Flight

Base Size: 20mm square

Formerly servants of Uatchet, the winged cobras known as Wedjet once served their goddess as protectors of the weak and defenseless. With the departure of their goddessm they are no longer protectors of Ægyptus; instead, they have become fearsome predators, best avoided whenever possible. Their powerful venom can cause death instantaneously to weaker warriors, although this same venom mixed with other ingredients is key in many healing potions.

Slithery: A Wedjet has no flank or rear for melee combat purposes.

Venomous Bite: Immediately following an attack that damages its opponent, the Wedjet makes an Arcane Test against the enemy model. Success means that the model suffers D5 additional wounds from the venom, though he may make an Arcane Save against each wound.

Flight: A Wedjet's flying speed is 8.

Another simple conversion, Clarke has used a Crocodile Games cobra for the body, and wings from the Warhawk Hero's eagle. Both of these miniatures are available in Crocodile Games' "Icons and Artifacts range.

15. Sand Slasher

Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
4	3	2	6	5	-	6	5

Damage Modifier: 3 | Armor Rating: 4

Special: Sand Camouflage, Slashing Scythes

Base Size: 40mm square

From the deep desert the Sand Slasher strikes. These odd creatures have long scythe-like claws, a hard beetle-like carapace, and a head reminiscent of a deformed Nekharu. This similarity has lead to speculation that the Sand Slasher is an unholy creature created by the Nekharu warpists of Oltha-Nakthar. Some even speculate that there is an army of the creatures already in place awaiting their masters' call to rise up and ravage Ægyptus.

Sand Camouflage: During the entirety of any Turn the Sand Slasher is given a Hold Command, missile attacks made against it suffer a penalty of -3, and it cannot be targeted by spells or other LOS-based attacks.

Slashing Claws: If the result of the Sand Slasher's attack roll is an unmodified 10, the target suffers 2 Wounds (though they can be negated by a single successful Armor Save).

16. Apophisphinx

Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
6	4	3	5	5	-	7	6

Damage Modifier: 2 | Armor Rating: 3

Special: Poisonous Bite

Base Size: 25x50mm

Although most scholars believe them to be offspring of Apophis, some posit they could be long-lost servants of Uatchet – perhaps even created as guardians of her temples. Whatever the case, these creatures tend to prefer

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darkness and are usually encountered at night. Their body is that of a lion, and their large snake-like head is filled with powerful poisons that can kill instantly.

Poisonous Bite: If the Apophisphinx's opponent fails its Armor Save, the creature may make an Arcane Test against its victim to cause an additional Wound. This may be done once per Turn.

17. Gypiogriff

Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
8	3	3	6	6	-	7	4

Damage Modifier: 2	Armor Rating: 2
Special: Cackle of the Gypiogriff, Flight	
Base Size: 25x50mm	

The Gypiogriff are beasts are about the size of a small horse, with large grey and black wings and the head of a huge vulture. Abandoned by the Nekharu when they fled Eleithiopolis, the Gypiogriff soon enough managed to escape from their aerie-stables into the wild, becoming vicious scavengers and hunters. The Gypiogriff often bites large chunks of flesh from its prey and leaves it injured, preferring to watch from a distance as it suffers from its wounds. When it finally comes in for the kill it seems to take pleasure in finishing off its prey, cackling in a disturbing, almost otherworldly voice.

Cackle of the Gypiogriff: When the Gypiogriff is Activated, it may make an Arcane Test against each unit within 14". Success means that the unit loses its Command Counter. Nekharu units and Characters get a +1 bonus to their Arcane for this Test.

Flight: Instead of normal movement, the Gypiogriff may fly a maximum of MV x3. The Gypiogriff may only stay airborne for 2 Turns before needing to land.

18. Giant Serpent of Stygia

Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
4	7	2	7	6	-	8	8

Damage Modifier: 3	Armor Rating: 4
Special: Aquatic, Constrictor Attack, Devour	
Base Size: 25x50mm	

From the deepest Southern jungles come the Giant Serpents of Stygia. These large snakes are occasionally found near the Nile, presumably having swum North in search of easier prey, or perhaps performing some secret errand for the S'syth. These serpents have been known to swallow a warrior whole, and many others have died slow deaths constricted in the Serpent's coils.

Aquatic: The Serpent may move up to its MV x 2 in water.

Constrictor Attack: If any of the Serpent's attack rolls result in an unmodified 9, the target is entwined in its massive body, suffering 1 Wound with no Armor Save each Turn that he is constricted. A constricted model may make a single attack against the Serpent each Activation at -2 to his Attack Rating; successfully causing a Wound will cause the Serpent to release the model. Alternately, a constricted model may attempt to wiggle free by succeeding in a Movement Test against the Serpent.

Devour: If any of the Serpent's attack rolls result in an unmodified 10, the target is devoured outright and removed from the battle. The devoured model may make one last effort to escape his horrible fate on his next Activation by attacking from inside the Serpent. The attack is made at -2 to the model's Attack Rating, but f the Serpent fails its Armor Save, the devoured model has cut himself free, inflicting 2 wounds to the Serpent.

19. Sand Fly

Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
9	1	1	7	6	-	6	5

Damage Modifier: 0	Armor Rating: 4
Special: Buzz, Small Target	
Base Size: 20mm square	

These stinging insects are the inspiration for the fly-shaped medals given to victorious warriors because of their persistence once they find a target to harass. The buzzing of the Sand Fly can be heard for miles, and is maddeningly loud at close range. Prized for their vital fluids by witches, a Sand Fly is commonly believed to be worth whatever trouble is involved in catching it.

Buzz: Models within 13" are -2 to their Attack, Defense, Missile, and Arcane Ratings.

Small Target: The Range of missile attacks targeting the Sand Fly are considered one category higher; thus Short Range becomes Medium, and Medium becomes Long. The Sand Fly cannot be targeted at Long Range.

Plastic Flies from a pack of novelty toys from the dollar store make fine models for the Sand Fly.

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20. Lost Ka

Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
6	2	—	—	—	—	7	—

Damage Modifier: —

Armor Rating: —

Special: Disembodied, Haunting

Base Size: 20mm square

Appearing as a ghostly, shimmering blue disembodied spirit, the Lost Ka has become more and more common in recent years since the land has been torn by counteless wars. It is the spirit of a fallen mortal whose body has been destroyed, leaving it's Ka to wander the deserts in a hopeless search of peace. The Lost Ka are sometimes found haunting forgetten places: desolate battlefields where no Embalmer came to tend to the bodies of the dead, and plundered tombs where the mummies within were destroyed by heartless tomb-robbers. Many a tomb-robber has gone mad after attracting the attention of one of these vengeful creatures.

Disembodied: The Lost Ka is insubstantial, and thus unaffected by physical attacks; only magic weapons or spells can affect it. If a unit is in base contact with a Lost Ka, the unit may choose to freely disengage and follow its Command Counter when Activated (unless Possessed; see below).

Possession:
The Lost Ka seeks to possess the body of a Character, so that it may live again and bring vengeance upon those who defiled his corpse. The Game Master controls the Lost Ka, and it is typically placed in the center of the battlefield, haunting the Scenario's key objective or location. Any Character that comes within 12" of the model will become the target of the Lost Ka, and it will immediately move to possess it. It will not attempt to possess the body of a Harbinger, for the power of their Divine Ka is too strong to overcome. The Lost Ka can make only 1 attempt to possess any Character. If the attempt fails, the Lost Ka immediately returns to it's original location, and waits for another suitable victim to come within 12".

When in base-to-base contact with the target, the Lost Ka makes an Arcane Test against the targeted Character. Success means that the body has been possessed - the Lost Ka has now taken over the Character. The Game Master now attempts to move the possessed character off of the battlefield by the fastest means necessary, and it will take no further part in the conflict unless attacked in melee combat. Once the possessed body escaped the battlefield, player rolls an Arcane Save; success means that the Lost Ka has successfully gained vengeance on those who destroyed it's body, and the Character may return to the player's warband at the start of the next battle. Failure means that the Lost Ka cannot find those responsible, and the Character never returns, his body endlessly searching for revenge against criminals that likely died countless years before.

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